CANNON FODDER
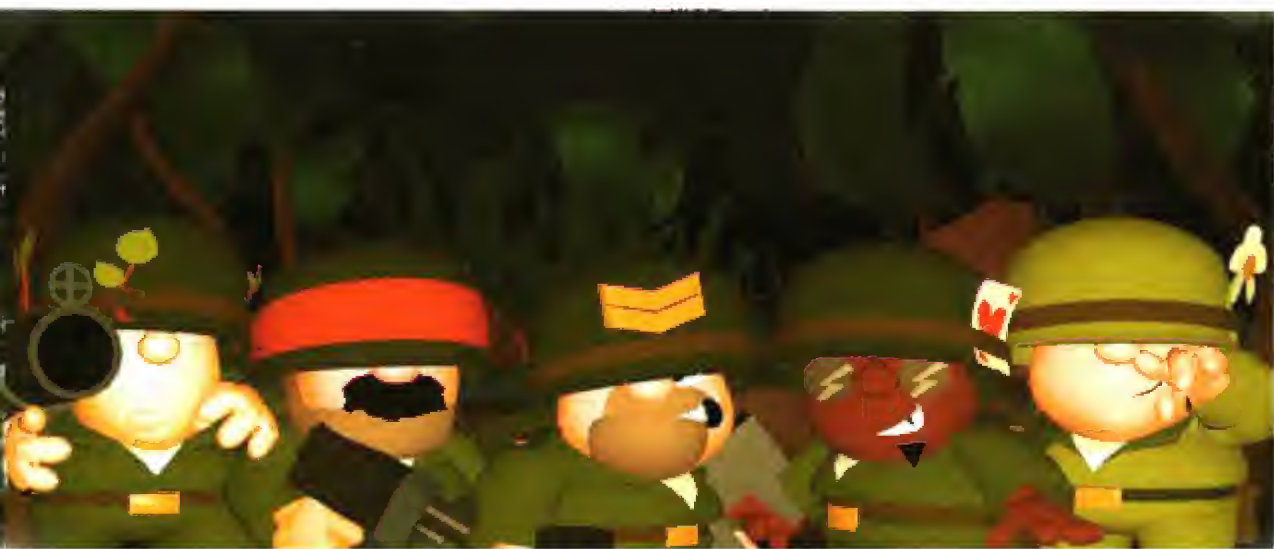
Virgin

Sensible

CANNON FODDER

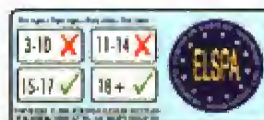"DON'T WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES...

DON'T KID YOURSELF IT WILL BE OVER BY CHRISTMAS...

DON'T TRY TO SHUT OUT THE SCREAMS...

AND DON'T FORGET TO WASH YOUR HANDS AFTERWARDS..."
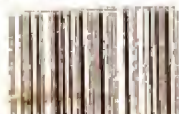
CANNON FODDER

WAR HAS NEVER BEEN SO MUCH FUN...

Sensible

| 3-10 ✗ | 11-14 ✗ |
| 15-17 ✓ | 18+ ✓ |

ELSPA

3615

VIRGIN GAMES

CANNON FODDER CD32 CDROM CD

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CANNON FODDER

CANNON FODDER

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"DON'T WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES...
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Virgin

**VIRGIN INTERACTIVE
ENTERTAINMENT (EUROPE) LTD.**
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ENTERTAINMENT (EUROPE) LTD.

DER GRÜNE PUNKT

3615
Virgin
VIRGIN GAMES

MADE IN ENGLAND

COMPACT
disc

Sensible
SOFTWARE

For Ages - Pour Ages - Para Años - Per glara	
3-10 X	11-14 X
15-17 ✓	18 + ✓

ELSPA

This product is exempt from classification under I.A. Law
In accordance with The Video Standards Council Code of Practice
it is considered suitable for viewing by the age range indicated

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CANNON
FODDER

INSTRUCTIONS IN:
ENGLISH, FRANCAIS
DEUTSCH & ITALIANO

Virgin

CANNON FODDER

WHAT YOU CAN EXPECT
TO SEE DURING PLAY

All the action takes place in the playfield which takes up the best part of the screen.
Here are some of the things you will see ...

THE STATUS PANEL

AN ENEMY INSTALLATION

ONE OF THE PLAYER'S TROOPERS

ONE OF THE ENEMY'S TROOPERS
THE POINTER
A VEHICLE

THE MAP ICON

A BIRD   GRASS
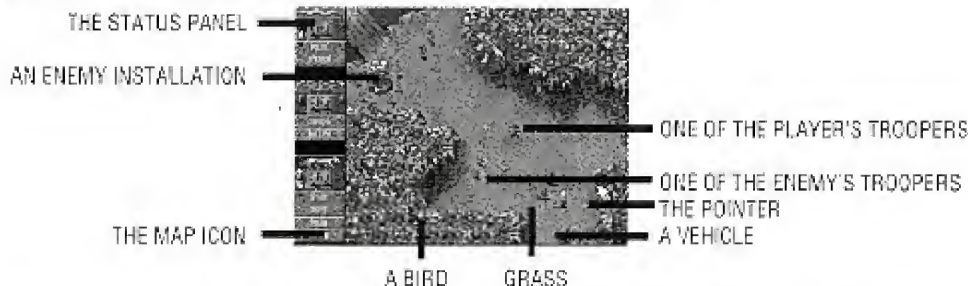
FROM CONSCRIPTS TO TROOPERS Before
you get to see the above screen, you need to call up some fit young man to
become troopers. As luck would have it, over at Boot Hill there is a queue of some
360 eager conscripts waiting to go to war - but only 15 of them are allowed to
volunteer for each mission. Fortunately for all concerned, the innocent are added
to the experienced troop of survivors from previous missions.

BOOT HILL

There are 24 missions to complete, each one with a different terrain and objective and split into a maximum of six phases.

CONTROLLING TROOPERS You do not directly control troopers but instead determine their
behaviour thanks to a remarkable interfacing technique involving a joypad, a pointer and a troop leader. Troopers will only
follow their leader but can be encouraged to run around in circles, shoot anything that moves, throw grenades, shoot
bazookas, drive Tanx, fly Choppas, split up and do their own thing, and die.
At the start of the game all troopers are conscripted as lowly Privates. Their ranks increase for every phase they somehow
survive, but their promotion only happens when the mission is complete. After every three missions the raw recruits receive
extra battle training and so have already risen in rank when called upon to do their duty. The rank of the troop leader is
shown above his head, just so you know who's in charge.
Note that the bullets fired by your troopers are clever. They will not kill a fellow trooper - unless he is wounded and
squirming around on the ground in agony. However, it must also be noted that all other weaponry kills everyone, regardless
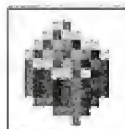of what side they are on.

1

THE STATUS PANEL It does more than inform ...

THE TROOP'S LOGO

GRENADES

TROOP TROOPERS

BAZOOKAS

TROOP STATUS
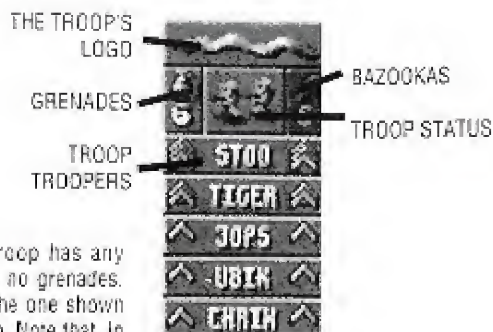
THE TROOP'S LOGO Shows the logo of the troop.

GRENADES Shows whether or not the troop has any grenades and, if so, how many. At first the troop has no grenades. Extra grenades are found in boxes of four - just like the one shown here. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled 'Pier Pressure' onwards, each trooper is given two grenades - free of charge.

BAZOOKAS Not to be confused with the crude trombone-like musical instruments of the same name - or, indeed, bazoomas, which are something else entirely - these bazookas are weapons of war. This symbol shows whether or not the troop has any bazookas and, if so, how many. At first the troop has no bazookas but a keen eye will soon spot the barrels - just like the one shown here - in which four bazookas are stored. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled 'My Beautiful Skidoo' onwards, each trooper is given a free bazooka.
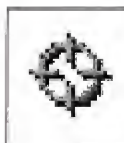
TROOP STATUS Shows whether the troop is on foot or in a vehicle. This box is highlighted when the troop is active.

TROOP TROOPERS The names of the troopers in the troop are shown along with their ranks, in order of importance, with the leader at the top.

THE POINTER This is the aforementioned joypad-controlled pointer used to determine the behaviour of your troopers (and troops). As you will see, the pointer changes to reflect one of three types of trooper conduct:

trooper (or troop) destination pointer   weapon destination crosshair   vehicle in, out pointers

MOVING TROOPS Use the joypad to move the pointer around the screen until its tip touches the desired destination. Note the way that you can view the immediate area surrounding the active troop.

2

* Press the red button to make the troop leader move towards the pointer's tip. The rest of the troop will follow in rank and file.

USING WEAPONS It couldn't be simpler ...

* Press the blue button to turn the pointer into a crosshair and make the trooper or troop shoot at the centre of the crosshair.
* Press and hold the blue button then press the red button to make the troop leader throw a grenade or fire his bazooka at the centre of the crosshair.

USING VEHICLES Five types of vehicle become available in Cannon Fodder. Each vehicle holds up to eight troopers.

BOARDING VEHICLES

* Use the joypad to move the pointer around the screen until its tip touches the desired vehicle. The pointer will change to show that the empty vehicle may be boarded.
* Press the red button to make the trooper (or troop) board the vehicle.
* Press and hold the red button to make the vehicle move towards the trooper destination pointer. The longer the red button is held down, the faster the vehicle will travel.
* Press the blue button to make the trooper (or troop) shoot the vehicle's weapon (if it has one). Note that grenades and bazookas cannot be used while inside a vehicle.

LEAVING VEHICLES

* Use the joypad to move the pointer around the screen until its tip touches the occupied vehicle. The pointer will change to show that the occupied vehicle may be abandoned.
* Press the red button to make the trooper (or troop) leave the vehicle.

A LITTLE WHITE LIE Actually, the pointer has a fourth state. When a trooper (or troop) is in a Choppa flying above the terrain, touching the Choppa with the pointer will change it into a 'the Choppa can land symbol' - just like the one shown here. This means that the Choppa can land.
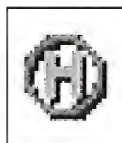
the choppa can land symbol

* Press the red button when the 'The Choppa Can Land Symbol' is shown to make the Choppa land. Once the Choppa has landed, select it to make the troop disembark.

FORM A NEW TROOP (OR TWO) There are times when the strategy dictates that the troopers split up - perhaps to execute a 'pincer movement'. So long as you have enough troopers you can make a maximum of two new troops from the original Snake Troop, and those are: Eagle Troop and Panther Troop.

3

* Select the names of the troopers you'd like to form a new troop (tha names will be highlighted). Notice that the troop's logo has split in two.
* Select the troop's logo to form a new troop with the troopers whose names were highlighted.
Note that new troops may be formed inside a vehicle, but only the highlighted troop will exit the vehicle.

SHARE AND SHARE ALIKE
Hold on - who takes all the grenades and bazookas when a troop splits? It's up to you to decide. Notice that when you split a troop, any grenades and bazookas are outlined. By selecting the grenades or bazookas, the outline changes to reflect the quantity of weapons - all, half or none - that the new troop will take.
* The solid outline represents all the weapons.
* The dotted outline represents half of the weapons.
* No outline represents none of the weapons.

REGROUPING TROOPS
To bring separate troops together simply walk them into each other whereupon the troopers will automatically regroup as a single troop.

A MISSION REMINDER
Select the map icon for an overview of the surrounding area.

THE MAP SHOWS MORE THAN
JUST AN OVERVIEW OF THE AREA

PHASE COMPLETE
You did it - you saved the day.
And you can save your state of play, too - but only if you manage to complete the whole mission.

SAVING GAMES See that little picture in the top right-hand corner of Boot Hill? That's a save icon, that is. Use the joypad to select it and call up a special Save Screen.

LOADING SAVED GAMES See that little picture in the top left-hand corner of Boot Hill? That's a load icon, that is. Use the joypad to select it and call up a special Load Screen.

HOLD IT!
If you need to halt your assault ...

* Press the Pause button to freeze the action.
* Press the Pause button when the action is frozen to resume play.

TRY AGAIN
So you screwed up? Never mind, surrender and try again. But wait! What if you have some remaining troopers but, say, not enough grenades or inclination to continue and you want to try again?
* Press the Green and Yellow buttons at the same time to surrender. Your surviving troopers will be available to replay the phase.

4
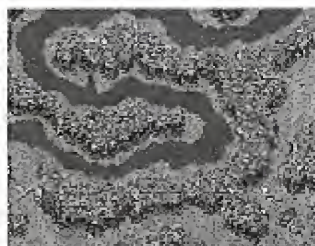
HIGH SCORING HEROES
When a trooper dispatches an enemy, one point is added to his personal score. Note that all grenades, bazookas and vehicle weapons are activated by the troop leader, so he gets all the credit (and points, of course). When a trooper dies, his performance is not forgotten - unless he didn't score enough points to register with the High Scoring Heroes Bureau (who manage the High Scoring Heroes Table).

KNOW YOUR MISSION PROFILES
These seven primary objectives are revealed in full ...

KILL ALL ENEMY
Including troopers, enemy BigGunz, vehicles and the rest.

DESTROY ENEMY BUILDINGS
All those buildings with doors from which the enemy emerge.

DESTROY ENEMY FACTORY
Or Computer even.

RESCUE ALL HOSTAGES
Return up to four hostages to safety. Free a hostage by shooting his (or her) captor, then take the trooper (or troop) up to the hostage to 'tag' him (or her). The hostage will follow the trooper (or troop) to the nearest friendly MASH outpost - so take him (or her) there as quickly as possible.

KIDNAP ENEMY LEADER
This cunning fellow is dressed to look like a hostage, but he's not. Don't be angry and kill him - take him to the nearest allied outpost.

PROTECT ALL CIVILIANS
Whatever happens, don't let any civilians die.

GET CIVILIANS HOME
Innocent civilians are caged like wild animals. Destroy their barricade to free them then ensure that they make it home alive.

KNOW YOUR VEHICLES
Note that the enemy versions bear red flashing lights.

CHOPPAS Join the birds in the sky and flit above the treetops. There are two types of Choppa: one is an unarmed Transporta, the other is a Killa brimming to the teeth with bombs, rockets or heat-seeking missiles. A Choppa in the air can only be shot down by rockets or heat-seeking missiles. Choppas are more vulnerable on the ground.

TANX They shoot shells (and not of the seaside variety - ha he ho). Tanx are slow but hardy, being impervious to all weapons except rockets, heat-seeking missiles and shells.

5

JEEPS There are two types: one is an unarmed transport vehicle, the other has a front-mounted machine gun.

SKIDOOZ Just like Jeeps really, except Skidooz are suitable for travelling across snow and ice.

BIGGUNZ Fixed turrets that fire either rockets or shells and vary in defensive strength depending on the terrain. And, yes, it's not a vehicle. So what?

KNOW YOUR SUPA DUPA BOOSTAS™

When you see any of the following gold-coloured Supa Dupa Boostas (which won't be often because they are in such demand), pick it up for a Special Feature!

SUPA DUPA MISSILE BOOSTA
A complement of 50 heat-seeking missiles are yours, with our compliments.

SUPA DUPA BULLET-PROOFA VEST
Makes a trooper invincible from bullets and bombs for the duration of the phase.

SUPA DUPA RANK BOOSTA
The trooper becomes an instant General - and will probably take control of the troop, too.

SUPA DUPA TROOPER BOOSTA
Gives the trooper a Missile Boosta, Bullet-Proofa Vest AND Rank Boosta.

SUPA DUPA TROOP BOOSTA
Gives the whole troop the complete Supa Dupa Boosta range!

KNOW YOUR RANKS

Just the thing to help you avoid embarrassing faux pas at aprÈs battle parties. Note that the higher a trooper's rank, the better the gravestone he receives on Boot Hill.

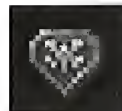|			
PRIVATE	CORPORAL	SERGEANT	STAFF SERGEANT
SERGEANT FIRST CLASS	MASTER SERGEANT	SERGEANT MAJOR	SPECIALIST 4
SPECIALIST 6	WARRANT OFFICER	CHIEF WARRANT OFFICER	CAPTAIN
MAJOR	COLONEL	BRIGADIER GENERAL	GENERAL

BE THE FITTEST And survive with the following handy hints:

* Don't wait until you see the whites of their eyes - shoot them before they shoot you.
* Look out for secret hidden zones where special equipment may be found.
* Please don't leave the screaming wounded to die. Bite the bullet, so to speak, and do the decent thing: finish them off.
* Wise men say that fools rush in where angels fear to tread. so look before you leap, so to speak, because the grass is not always greener on the other side of the hill.
* Watch out for mines and mantraps - they make a terrible mess.
* This one'll kill ya ... When you have shot a man and he's lying there. dead, shoot him some more to make him jump around like a bunny.
* And on a more serious note: don't try playing this at home. kids, because war is not a game - war, as Cannon Fodder demonstrates in its own quirky little way, is a senseless waste of human resources and lives. We hope that you never have to find out the hard way.

"Don't wait 'til you see the whites of their eyes…
don't kid yourself it will be over by Christmas…
don't try to shut out the screams…
and don't forget to wash your hands afterwards…"

"N'attendez pas de leur voir le blanc des yeux…
N'espérez pas que tout sera fini à Noel…
N'essayez pas d'étouffer les cris…
Et n'oubliez pas de vous laver les mains après…"

"Warte nicht, bis Du das Weiße in ihren Augen siehst…
bilde Dir ja nicht ein, das es noch vor Weihnachten vorbei
sein wird… Bereite Dich gut darauf vor…
und fange jetzt schon an Deine Ausrüstung
zusammenzustellen…

"Non aspettare di poterli guardare nelle palle degli occhi…
non pensare che tutto finirà prima di Natale…
non cercare di coprire le urla…
e dopo non ti dimenticare di lavarti le mani…"

AMIGA CD³²

Virgin

**AMIGA CD³²
Commodore**

Sensible
SOFTWARE

disc

CANNON FODDER